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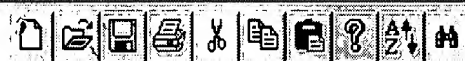
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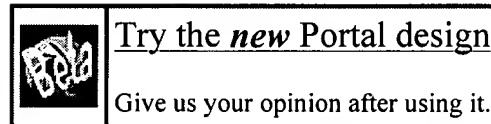
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- 1** Networked VR system: kitchen layout design for customers 90%

Tomohiro Fukuda , Ryuichiro Nagahama , Junji Nomura
Proceedings of the second symposium on Virtual reality modeling language February 1997
- 2** Evaluating stereo and motion cues for visualizing information nets in three 87%

dimensions
Colin Ware , Glenn Franck
ACM Transactions on Graphics (TOG) April 1996
Volume 15 Issue 2
This article concerns the benefits of presenting abstract data in 3D. Two experiments show that motion cues combined with stereo viewing can substantially increase the size of the graph that can be perceived. The first experiment was designed to provide quantitative measurements of how much more (or less) can be understood in 3D than in 2D. The 3D display used was configured so that the image on the monitor was coupled to the user's actual eye positions (and it was updated in real-time as t ...
- 3** Session A: Applications in VR: Spatial learning: cognitive mapping in abstract virtual 87%


environments
Cathryn Johns
Proceedings of the 2nd international conference on Computer graphics, virtual Reality, visualisation and interaction in Africa February 2003
This paper presents the novel idea of using the cognitive mapping process to teach relationships between data items, called the spatial learning method. To investigate the feasibility of the method, a VE based on a data set was created. Three studies using this VE were run concurrently on a single set of 40 participants. The findings showed that while most participants formed a cognitive map of the VE, the learning of the underlying data set varied greatly between participants and that participa ...

- 4** Data mountain: using spatial memory for document management 85%
 George Robertson , Mary Czerwinski , Kevin Larson , Daniel C. Robbins , David Thiel , Maarten van Dantzich
Proceedings of the 11th annual ACM symposium on User interface software and technology
November 1998
- 5** Three dimensional visualization of the World Wide Web 85%
 Steve Benford , Ian Taylor , David Brailsford , Boriana Koleva , Mike Craven , Mike Fraser , Gail Reynard , Chris Greenhalgh
ACM Computing Surveys (CSUR) December 1999
- 6** Object-oriented technology: Visualizing object oriented software in three dimensions 83%
 Colin Ware , David Hui , Glenn Franck
Proceedings of the 1993 conference of the Centre for Advanced Studies on Collaborative research: software engineering - Volume 1 October 1993
There is increasing evidence that it is possible to perceive and understand increasingly complex information systems if they are displayed as graphical objects in a three dimensional space. Object-oriented software provides an interesting test case - there is a natural mapping from software objects to visual objects. In this paper we explore two areas. 1) Information perception: we are running controlled experiments to determine empirically if our initial premise is valid; how much more (or less ...
- 7** Symmetric and asymmetric action integration during cooperative object manipulation in virtual environments 83%
 Roy A. Ruddle , Justin C. D. Savage , Dylan M. Jones
ACM Transactions on Computer-Human Interaction (TOCHI) December 2002
Volume 9 Issue 4
Cooperation between multiple users in a virtual environment (VE) can take place at one of three levels. These are defined as where users can perceive each other (Level 1), individually change the scene (Level 2), or simultaneously act on and manipulate the same object (Level 3). Despite representing the highest level of cooperation, multiuser object manipulation has rarely been studied. This paper describes a behavioral experiment in which the *piano movers' problem* (maneuvering a large ob ...
- 8** VRCommerce — electronic commerce in virtual reality 83%
 Yosi Mass , Amir Herzberg
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- 9** Collaborative virtual environment: DEVA3: architecture for a large-scale distributed virtual reality system 82%
 Steve Pettifer , Jon Cook , James Marsh , Adrian West
Proceedings of the ACM symposium on Virtual reality software and technology October 2000
In this paper we present work undertaken by the Advanced Interfaces Group at the University of Manchester on the design and development of a system to support large numbers of geographically distributed users in complex, large-scale virtual environments (VEs). We shown how the problem of synchronisation in the face of network limitations is being addressed by the Deva system through the exploitation of subjectivity. Further, we present a model for flexibly describing object behaviours in the VEs. ...
- 10** Collaborative augmented reality environments: integrating VR, working materials, and distributed work spaces 82%

-  Monika Büscher , Michael Christensen , Kaj Grønbaek , Peter Krogh , Preben Mogensen , Dan Shapiro , Peter Ørbæk
Proceedings of the third international conference on Collaborative virtual environments
 September 2000
 In this work, we present a new method for displaying stereo scenes, which speeds up the rendering time of complex geometry. We first discuss a scene splitting strategy, allowing us to partition objects to the distant background or the near foreground. Furthermore, we deduce a computation rule for positioning a cutting plane in the scene.
- 11 Virtual reality for manufacturing simulation** 82%
 Karen C. Jones , Marc W. Cygnus , Richard L. Storch , Kenneth D. Farnsworth
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 Jason Leigh , Andrew E. Johnson , Thomas A. DeFanti
Proceedings of the 1997 ACM/IEEE conference on Supercomputing (CDROM) November 1997
 CAVERN, the CAVE Research Network, is an alliance of industrial and research institutions equipped with CAVE-based virtual reality hardware and high-performance computing resources, interconnected by high-speed networks, to support collaboration in design, education, engineering, and scientific visualization. CAVERNsoft is the collaborative software backbone for CAVERN. CAVERNsoft uses distributed data stores to manage the wide range of data volumes (from a few bytes to several terabytes) that ar ...
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- 17 Pervasive computing and virtual reality: Outdoor virtual reality** 80%
 Bruce H. Thomas , Wayne Piekarski
Proceedings of the 1st international symposium on Information and communication technologies September 2003
 This paper presents our novel concept Outdoor Virtual Reality. By using outdoor augmented reality techniques we propose to build very wide area virtual reality systems, outdoor virtual reality. The concept of outdoor virtual reality is compared and contrasted to traditional definitions of augmented

reality and virtual reality. We present our flexible Tinmith-evo5 software architecture as a platform to build outdoor virtual reality applications. We have constructed two outdoor virtual reality app ...

18 blue-c: a spatially immersive display and 3D video portal for telepresence 80%


 Markus Gross , Stephan Würmlin , Martin Naef , Edouard Lamboray , Christian Spagno , Andreas Kunz , Esther Koller-Meier , Tomas Svoboda , Luc Van Gool , Silke Lang , Kai Strehlke , Andrew Vande Moere , Oliver Staadt

ACM Transactions on Graphics (TOG) July 2003

Volume 22 Issue 3

We present *blue-c*, a new immersive projection and 3D video acquisition environment for virtual design and collaboration. It combines simultaneous acquisition of multiple live video streams with advanced 3D projection technology in a CAVE™-like environment, creating the impression of total immersion. The blue-c portal currently consists of three rectangular projection screens that are built from glass panels containing liquid crystal layers. These screens can be switched from a whiti ...

19 Session P6: displays and color maps: PixelFlex: a reconfigurable multi-projector 80%


 display system

Ruigang Yang , David Gotz , Justin Hensley , Herman Towles , Michael S. Brown

Proceedings of the conference on Visualization '01 October 2001

This paper presents *PixelFlex* --- a spatially reconfigurable multi-projector display system. The *PixelFlex* system is composed of ceiling-mounted projectors, each with computer-controlled pan, tilt, zoom and focus; and a camera for closed-loop calibration. Working collectively, these controllable projectors function as a single logical display capable of being easily modified into a variety of spatial formats of differing pixel density, size and shape. New layouts are automatically ...

20 Human-computer interaction: An approach for authoring 3D cultural heritage 80%

 exhibitions on the web

Gennaro Costagliola , Sergio Di Martino , Filomena Ferrucci , Fabio Pittarello

Proceedings of the 14th international conference on Software engineering and knowledge engineering July 2002

The development of desktop virtual reality cultural exhibitions on the web is a challenging process, because it requires a collection of skills, ranging from art to 3D Internet technologies, and involves a variety of tasks. The need of suited approaches able to support the development of such exhibitions has motivated the introduction of the approach proposed in the paper. Such an approach is characterized by a strong attention towards the content experts, by a clear identification of the actors ...

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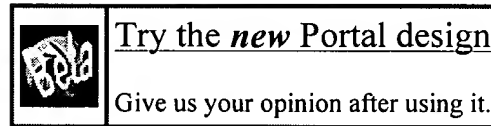
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Cathryn Johns
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 This paper presents the novel idea of using the cognitive mapping process to teach relationships between data items, called the spatial learning method. To investigate the feasibility of the method, a VE based on a data set was created. Three studies using this VE were run concurrently on a single set of 40 participants. The findings showed that while most participants formed a cognitive map of the VE, the learning of the underlying data set varied greatly between participants and that participa ...
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Randy Pausch , Jon Snoddy , Robert Taylor , Scott Watson , Eric Haseltine
Proceedings of the 23rd annual conference on Computer graphics and interactive techniques August 1996
- 5** **Applications: Building a massively multiplayer game for the million: Disney's** **77%**

**Toontown Online**

Mark R. Mine , Joe Shochet , Roger Hughston

Computers in Entertainment (CIE) October 2003

Volume 1 Issue 1

This paper presents an overview of the lessons learned building Disney's Toontown Online, a 3D massively multiplayer online game (MMP) for children ages seven and older. The paper is divided into three main parts. The first presents design highlights of Toontown Online and focuses on the challenge of building an MMP for kids. In particular, we discuss ways of incorporating kid-friendly socialization into an MMP. The second part of the paper presents an overview of Panda-3D, the VR Studio's open ...

6 Interval scripts: a programming paradigm for interactive environments and agents 77%

Claudio S. Pinhanez , Aaron F. Bobick

Personal and Ubiquitous Computing May 2003

Volume 7 Issue 1

In this paper we present *interval scripts*, a new paradigm for the programming of interactive environments and computer characters. In this paradigm, actions and states of the users and the system computational agents are associated with temporal intervals. Programming is accomplished by establishing temporal relationships as constraints between the intervals. Unlike previous temporal constraint-based programming languages, we employ a strong temporal algebra based in Allen's interval ...

7 Augmented reality for manufacturing planning 77%

F. Doil , W. Schreiber , T. Alt , C. Patron

Proceedings of the workshop on Virtual environments 2003 May 2003

The shortening of development cycles demand for efficient methods and tools for the planning of complex production systems. Recently immersive Virtual Reality technologies have been introduced to the manufacturing planning functions. This has lead to a decrease in planning times as well as to the improvement of the quality of planning results. The introduction of various virtual planning tools is targeting the complete integration of all planning tasks and demands an intuitive interaction with C ...

8 VR2Go™: a new method for virtual reality development 77%

Phillip M. Sauter

ACM SIGGRAPH Computer Graphics February 2003

Volume 37 Issue 1

9 Broadcast and on-line cultural heritage: Reconstructing Leonardo's ideal city - from handwritten codexes to webtalk-II: a 3D collaborative virtual environment system 77%

Thimoty Barbieri , Paolo Paolini

Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage

November 2001

Collaborative Virtual Environments are a class of desktop applications that allow the user to explore a 3D environment, being aware of the presence, the position and the activity of other users, which share the same space. In virtual environments oriented to Cultural Heritage contents, it is thus possible to envision collaboration between users, focused to learning in an innovative and intriguing way. While several CVE frameworks are present both in commercial and research contexts, most of them ...

10 Papers: Critical approach to 3D virtual realities for group work 77%

Samuli Pekkola

Proceedings of the second Nordic conference on Human-computer interaction October 2002

Collaborative virtual environments (CVEs) have been studied extensively during the past few years. In this paper, the concept of virtual reality (VR), and its value for group work are critically examined. To ground the discussions, experiences from a virtual reality project, from 3D chats, and from present CVE applications are analysed in the light of human communication. It is argued that the value of virtual reality is often overemphasised and overrated in the group work context, especially wh ...

11 Columns: Computer graphics around the world: computer graphics in China: an overview 77%



Jiaoying Shi , Zhigeng Pan

ACM SIGGRAPH Computer Graphics May 2001

Volume 35 Issue 2

Computer graphics has become an important discipline in both academia and industry, and an enabling technology for a broad variety of applications such as engineering (CAD, CAE and CAM), geographic information systems (GIS), publishing, office applications, games and the filmmaking industry. Graphics is also integrated to Internet application systems, and graphics and image techniques are combined together in some special applications. Computer graphics can no longer be regarded as a confined di ...

12 Session F: Presence in virtual environments: Cognitive maps in virtual environments: facilitation of learning through the use of innate spatial abilities 77%



Cathryn Johns , Edwin Blake

Proceedings of the 1st international conference on Computer graphics, virtual reality and visualisation November 2001

It is often difficult for people, and particularly children, to learn relationships between data points (such as the relative sizes of the planets of the solar system). This sketch introduces a study aimed at investigating whether this type of data can be more easily learned by presenting it within a Virtual Environment, where the relationships between data points is represented by equivalent spatial relationships. By converting data relationships to spatial relationships, we are able to use our ...

13 Collaborative virtual environment: CAVERNsoft G2: a toolkit for high performance tele-immersive collaboration 77%



Kyoung S. Park , Yong J. Cho , Naveen K. Krishnaprasad , Chris Scharver , Michael J. Lewis , Jason Leigh , Andrew E. Johnson

Proceedings of the ACM symposium on Virtual reality software and technology October 2000

This paper describes the design and implementation of CAVERNsoft G2, a toolkit for building collaborative virtual reality applications. G2's special emphasis is on providing the tools to support high-performance computing and data intensive systems that are coupled to collaborative, immersive environments. This paper describes G2's broad range of services, and demonstrates how they are currently being used in a collaborative volume visualization application.

14 Toward a compelling sensation of telepresence: demonstrating a portal to a distant (static) office 77%



Wei-Chao Chen , Herman Towles , Lars Nyland , Greg Welch , Henry Fuchs

Proceedings of the conference on Visualization '00 October 2000

15 The holodeck ray cache: an interactive rendering system for global illumination in nondiffuse environments 77%



Gregory Ward , Maryann Simmons

ACM Transactions on Graphics (TOG) October 1999

Volume 18 Issue 4

We present a new method for rendering complex environments using interactive, progressive, view-independent, parallel ray tracing. A four-dimensional holodeck data structure serves as a rendering target and caching mechanism for interactive walk-throughs of nondiffuse environments with full global illumination. Ray sample density varies locally according to need, and on-demand ray computation is supported in a parallel implementation. The holodeck file is stored on disk and ...

16 Supporting cooperation across shared virtual environments

77%

 Monika Büsher , John Hughes , Jonathan Trevor , Tom Rodden , Jon O'Brien

Proceedings of the international ACM SIGGROUP conference on Supporting group work

November 1999

As cooperative virtual environments have become more prominent as a means of allowing users to work together so has the need for users to understand the nature of these environments. This paper presents the development of a set of techniques to allow users to understand the properties of virtual environments as they move between different environments. The development of these techniques is informed by an ethnographic study of a multimedia art museum containing a wide range of different vir ...

17 Emancipated pixels: real-world graphics in the luminous room

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 John Underkoffler , Brygg Ullmer , Hiroshi Ishii

Proceedings of the 26th annual conference on Computer graphics and interactive techniques

July 1999

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Proceedings of the sixth ACM international symposium on Advances in geographic information systems November 1998

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